

ERRATA

After listening closely to the feedback of people who bought and played Scuba, we realized there was one more thing we could do to minimize fiddlyness in the game (since the final prototype, we already increased the size of the tiles and went from a 2-step process of turning over a tile and spotting a fish to a 1-step process of just turning over a tile and spotting a specific fish). We advise to play every game with these alterations in the rules:

THE MOVING OF ANIMALS

If an animal moves because of currents or event cards and would move into a square that already occupies a tile (open or closed), it will change positions with this tile. Only one tile can be located on a square at anyone time. When applying this, assume that all animals move simultaneously. So for instance, when animal A needs to move to a tile that occupies animal B, but animal B will move to another spot too, you do not swap animals A and B, but you move A and B to their new positions. If multiple animals would end up on the same spot when both moving, you follow the order on the current cards, so you first move the red, then the yellow, green and blue animals. Animals swap one at a time, so if you have a number of animal tiles that need switching, you do this one at a time until everything is in order. Please refer to the illustration on the right for three examples of moving the animals with these rules.

THE PLACING OF DISCS

The placing of discs, to indicate you have seen an animal is optional. If you can remember which animals you have seen, you do not need to place the discs on the animals. Do keep in mind that when multiple copies of the same animal are on the board, you do need to know which one(s) you have already seen.

Before. The currents moves the red animals 1 square and the yellow animals 2 squares to the right.



After. The rules as listed were applied and the animals were moved accordingly.

